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PATENT NUMBER: 10/642/904
FILING DATE: 08/18/2003

THE U.S. PATENT & TRADEMARK OFFICE

Applicant: Marcus Gerrard Lindsey Confirmation No: 3198
Application No: 10/642/904 Group / Art Unit: 3711
Filed Date: 08/18/2003 Examiner: Stephen L. Blau
Title of Invention: AIR GRIP

RESPONSE TO FINAL REJECTION

Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450

June 19, 2006

Sir,

My name is Marcus Gerrard Lindsey, a citizen of the United States of America, resident of the County of Los Angeles, California, and sole inventor of the invention I titled, "Air Grip". I hereby declare the following to be a full, clear, and exact description of my invention that is also described at the United States Patent & Trademark Office, provisional patent application #60/280,028, filed March 30, 2001, and is a continuation-in-part of my pending application 10/106,303, filed March 26, 2002, which is now application number 10/642,904, filed August 18, 2003. These applications transpired over the past years by the assistant of my liaison, Attorney Sanford Astor, who no longer represents me as of the date July 7, 2005.

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Creative hands are not equal. The Air Grip maximizes the ability to uplift your game to a perfect fit. With a number of sports utilizing implements that have handles, Golf clubs & irons, Tennis rackets, Racquetball rackets, Baseball or Softball bats, are just a few. Having the proper handle size for a player is essential for maximum performance. Hands created in all range and shape differ from rackets and clubs that are manufactured in standard sizes. For instance, tennis rackets come in sizes 3 1/2 inches, 3 5/8 inches, 3 3/4 inches, etc. In other sports, the sizes are only small, medium, or large. None in which the optimum size for a particular player could be the exact fit for comfort.

My invention comprises an adjustable grip by having a small pump introduce air between handle and clasp that spirals the confined sealed seam to the other end that will expand the air tight circumference Air Grip to any size desired. Also, the air provides a G shock cushion that reduces vibrational energy to protect the player from injury of impact. Should the player pump too much air, the pump's release valve will simply deflate the grip to its origin, or player's comfort.